

AUGUSTA RECREATION & PARKS DEPARTMENT

2011 GIRLS SOFTBALL RULES

Governing Rules:

1. The ASA Softball Rulebook, except for Local Recreation Department league rules, shall govern all games.
2. The Augusta Recreation & Parks Department will rule any discrepancy found between the ASA Rulebook and Augusta Recreation Department rules.

Age Control Dates:

Co-Ed T-Ball Entry Level Date: Participants must be 5 years old prior to June 1, 2011
Softball Age Control Date: Age prior to January 1, 2011

Co-Ed T-Ball	5-6 Years Old
Pitching Machine	7-8 Years Old
Live Pitch	9-10 Years Old
Midget-Fast Pitch	11-12 Years Old
Junior Fast Pitch	13-15 Years Old

Uniforms:

1. All youth uniforms will be furnished by the Augusta Recreation & Parks Department and must be worn in all games.
2. Visors supplied by the Recreation Department must be worn at all times. The visor is part of the standard uniform.
3. Any coach who desires to add player's names to the back of their shirts may do so at their own expense. Absolutely no NICKNAMES. Only legal first or last names are permitted. (NO EXCEPTIONS).
4. Players losing uniforms or improperly washing them shall be required to replace the items at the following costs: Shirts \$5.00
Shorts \$5.00 Socks \$2.00 Visor/Hat \$3.00
5. Metal or detachable cleats are not allowed.
6. Sleeves may be tied up only if the number on the back is not obstructed.
7. Shirts may be cut at the sleeves ONLY if they are neatly tailored.
8. Players are not allowed to wear Jewelry, hair barrettes, hair bows with hard pieces, bandanas and beads in hair. **NO EXCEPTIONS.**

Equipment:

1. The Augusta Recreation & Parks Department will furnish all equipment with the exception of gloves. The Augusta Recreation & Parks Department must approve of any other equipment.
2. Catcher's masks, Chest protectors and shin guards are required in all softball leagues.
3. Batting helmets with face shields are required in all softball leagues. These helmets must be worn during at bats, running bases, on deck, and if a player is coaching bases.

Insurance:

1. All players must be covered by insurance. If you do not have private insurance coverage, you may purchase it from the Recreation Department insurance carrier. (Standard Life and Casualty Insurance)
2. Any injuries requiring an insurance claim must be reported to the local Standard Life and Casualty Insurance representative at Fox & Yeomans Insurance Company. Kelly Fox with Fox & Yeomans Insurance can be reached by calling (706) 396-5116.
3. Injured players must be cleared by the Recreation Department before they may resume play or practice.

Length of Games:

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| 1. Pitching Machine Softball | Four (4) innings or one (1) Hour, (with a 6 run limit per half inning) |
| 2. Live Pitch Softball | Four (4) innings or one (1) Hour and fifteen (15) minutes,
(with a 6 run limit per half inning) The 6 run limit is in effect for the last inning of the game. |
| 3. Midget Girls Softball | Six (6) innings or one (1) Hour and fifteen (15) minutes,
(with a 6 run limit per half inning, except for the last inning which will not have a run limit.) |
| 4. Junior Girls Softball | Six (6) innings or one (1) Hour and fifteen (15) minutes.
(with a 6 run limit per half inning, except for the last inning which will not have a run limit.) |
5. No new inning will begin after the time limit has expired.
 6. Time officially starts when the first pitch of the game is thrown. Time does not stop on substitutions.

Game Time:

There will be a Ten minute (10) grace period for the first game of the night only. Game time is forfeit time for all other games.

Pitching Machine Girls (7-8 Year Olds)

Offense:

1. The pitching machine will be set up over the 40' rubber and set on 33 MPH.
2. *The continuous batting order will be used in Pitching Machine Girls Softball. Each roster player will be placed in the line-up and bat in order throughout the entire game. The participation rule will still be in effect for defense. A player must play at least two defensive innings per game. A player arriving after the start of the game will automatically be placed in the last position in the batting order and continue throughout the remainder of the game.*
3. Sliding is not allowed.
4. Bunting is not allowed. (Automatic Out)
5. Stealing is not allowed.
6. Only one (1) base will be awarded on an overthrow at first base only. Any overthrow at first base that hits an obstruction is a dead ball and one base is awarded.
7. *Slinging of the bat is an automatic out after one (1) team warning has been issued by the umpire.*
8. All ages groups are required to wear the batting helmet with the face shield.
9. **NO MULTI-WALLED BATS ARE ALLOWED.**

Defense:

1. There are ten (10) players: Pitcher, Catcher, Four (4) infielders, & Four (4) outfielders. Defensive players must take a normal fielding position.
2. If a batted ball strikes the pitching machine, it is treated as a dead ball. All base runners must return to their original base at the time of the pitch and the batter will return to assume the same count and bat again.
3. There will be no walks. If four (4) balls occur, the count will remain the same until the ball is hit or the batter strikes out.
4. Players are not allowed to play off or steal bases.
5. The pitcher must take a defensive position off to the side of or in back of the pitching machine within in the circle on the field, but never in front of the machine.
6. Time will not be called until the ball is in front of the runner or returned to the pitcher.

Substitutions:

1. *Even though the consecutive batting order is in effect, each player must still play at least two (2) consecutive innings in the field per game. If the game ends early and playing time has not been fulfilled, then the player must start the next game and time must be played before the player can be removed from the field.*
2. All play will stop at the end of the 2nd inning and all substitutes will enter the game.
3. Early substitutions may occur in some cases.

Live Pitch Girls (9-10 Year Olds)

Offense:

1. *The continuous batting order will be used in Live Pitch Girls Softball. Each roster player will be placed in the line-up and bat in order throughout the entire game. The participation rule will still be in effect for defense. A player must play at least two defensive innings per game. A player arriving after the start of the game will automatically be placed in the last position in the batting order and continue throughout the remainder of the game.*
2. The use of DEFO or DH is not allowed. (Nine Batters, Nine Defensive Players)
3. Bunting is allowed.
4. Stealing is allowed, except for home. However, the runner can not leave the base until the pitch crosses the plate.
5. Slinging of the bat is an automatic out after the first inning of play.
6. All age groups are required to wear a batting helmet with a face shield.
7. A team may start and finish a game with one less than nine. Any additions to the line up must be added to the end of the line up when she arrives.
8. The third strike passed ball rule will be in effect for Live Pitch Softball.
9. **NO MULTI-WALLED BATS ARE ALLOWED.**

Defense:

1. The pitcher will pitch from the rubber set at 35' from home plate.
2. The pitcher must start with both feet on the rubber and her first motion and every motion following **must** be forward.
3. There are nine (9) players: pitcher, catcher, four (4) infielders & three (3) outfielders.
4. The game is intended for pitchers to learn to pitch and batters to learn to hit. Umpires have been instructed to use a wider strike zone. It is not the intention of the program to allow teams to walk their way to victory. Please encourage your team to swing at pitches that are close.
5. Players must appeal to the umpire if a runner misses a base or leaves a base early.
6. Fast pitch catchers must wear all equipment issued by the Augusta Recreation & Parks Department. (Catchers Mask, Chest Protector, Shin Guards & Catchers Helmet.)
7. Defensive players must take a normal fielding position.
8. The third strike passed ball will be played in Live Pitch Softball. (If the batter strikes out and the pitched ball is not caught by the catcher and first base is unoccupied with less than two outs, the batter may try to advance to first. If there are two outs and the catcher does not catch the third strike, the batter may try to advance to first regardless of whether first base is occupied or not.

Pitching:

1. *No pitcher may pitch more than 2 consecutive innings per game. No pitcher may re-enter to pitch once removed from the mound. One ball pitched constitutes a full inning. It is the responsibility of both coaches and the official scorer to notify the umpire when any pitcher has completed her two (2) innings.*
2. The pitcher will deliver from the 35' rubber.
3. The pitchers first motion and every motion following **must** be toward the batter with both feet in contact with the rubber and her shoulders in line with first and third.

If any coach confers twice in one inning or three (3) times during the game in different innings, the pitcher must be removed from the mound but may remain in the game.

Substitutions:

1. *Even though the continuous batting order is in effect, each player must still play at least two (2) consecutive innings in the field per game. If the game ends early and playing time is not fulfilled, then the player must start the next game and time must be played before that player can be removed.*
2. All play will stop at the end of two (2) innings and all substitutes will enter the game.
3. Early substitution may occur in some cases.

Midget Girls (11-12 Year Olds) & Junior Girls (13-15 Year Olds)

Offense:

1. *The continuous batting order will be used in Midget Girls only. Each roster player will be placed in the line-up and bat in order throughout the entire game. The participation rule will still be in effect for defense. A player must play at least two defensive innings per game. A player arriving after the start of the game will automatically be placed in the last position in the batting order and continue throughout the remainder of the game.*
2. Bunting and Sliding are allowed.
3. *Stealing is allowed. Runners must maintain contact with the base until the ball has left the pitcher's hand on the delivery.*
4. The DH & DEFO is not in affect.
5. All batters must wear a helmet with a face shield.
6. A Team may start and finish a game with one less than nine. Any additions to the line up must be added to the end of the line up when she arrives.
7. *Slinging of the bat is an automatic out after one (1) team warning has been issued by the umpire.*
8. If there is a runner advancing home and there is an attempted play at home the runner must slide, attempt to go around, or return to third.
9. Infield fly rule is in effect.
10. Third strike foul is not in effect.
11. **NO MULTI-WALLED BATS ARE ALLOWED.**

Defense:

1. The pitcher will pitch from the rubber set at 40' feet from home plate.
2. The pitcher must start with both feet on the rubber and her first motion and everyone following **must** be forward.
3. There are nine (9) players: pitcher, catcher, four (4) infielders and three (3) outfielders.
4. The game is intended for pitchers to learn to pitch and batters to learn to hit. Umpires have been instructed to use a wider strike zone. It is not the intention of the program to allow teams to walk their way to victory. Please encourage your team to swing at any thing that is close.

5. Players must appeal to the umpire if a runner misses a base or leave a base early.
6. Fast pitch catchers must wear all equipment issued by the Augusta Recreation & Parks Department. (Catchers Mask, Chest Protector, Shin Guards & Catchers Helmet.)
7. Defensive Players must take a normal fielding position.

Pitching:

1. *No pitcher may pitch more than four (4) consecutive innings per game. No pitcher may re-enter to pitch once removed from the mound. One ball pitched constitutes a full inning. It is the responsibility of both coaches and the official scorer to notify the umpire when any pitcher has completed her four (4) innings.*
2. The pitcher will deliver from the 40' rubber.
3. The pitchers first motion and every motion following **must** be toward the batter with both feet in contact with the rubber and her shoulders in line with first and third.
4. If any coach confers twice in one inning or three (3) times during the game in different innings, the pitcher must be removed from the mound but may remain in the game.

Substitutions:

1. *Even though the continuous batting order is in effect for Midget Girls, each player in Midget and Junior Girls must still play at least two (2) consecutive innings in the field per game. If the game ends early and playing time is not fulfilled, then the player must start the next game and time must be played before that player can be removed.*
2. Early substitution may occur in some cases.
3. All Substitutions must be made by the fourth inning of play. (Midget Girls & Juniors)

Run Limit:

Live Pitch & Pitching Machine: Any team having 10 runs after 2 ½ innings if home and 3 if visitor the game will be called and a winner declared.

Midget & Junior Girls: 12 after 3 innings; 10 after 4 innings & 8 after 5 innings.

Tie Games:

Live Pitch & Pitching Machine: If a game should end in a tie, it shall remain a tie if time has expired. If there is time remaining, a new inning will be played.

Midget & Junior Girls: The International Tie Breaker rule will be in effect for Midget and Junior Girls Softball.

Rain:

1. The Recreation Department staff or umpire will determine whether the field is in playable condition.
2. Should any game be cancelled due to rain or wet ground, all following games shall be cancelled as well.
3. In case of a game being cancelled due to hazardous conditions, it will be played in its entirety unless the following innings have been completed.
 - a. Pitching Machine & Live Pitch Girls 2 ½ if home team is ahead 3 if visitors.
 - b. Midget & Junior Girls 3 ½ if home team is ahead 4 if visitors.
4. Rain out hotlines;
 - a. Diamond Lakes 706-771-2978
 - b. Eisenhower Park 706-821-2801
 - c. Fleming Complex 706-796-5047
 - d. May Park 706-724-0505

Protests:

1. No protest will be accepted on judgment calls. Protests will be accepted on game playing rule infractions only.
2. The Recreation Department will rule on all protests. A Rule infraction must be protested at the time of the infraction and noted in the official scorebook. Protests must be followed in writing within 24 hours.

Policies:

1. Coaches are not allowed to add players to their rosters. The Recreation Department will handle this.
2. No player is allowed to play or practice if she is wearing the following: 1) Jewelry, 2) Metal Hair Barrettes, 3) Bandanas, or 4) Hair Beads or any hard material in their hair. **NO EXCEPTIONS.**
3. Practice sessions are limited to 1 ½ hours from the scheduled starting time. Teams are not allowed to conduct mandatory Saturday practices. No player may be disciplined for missing a Saturday practice.
4. Please notify the Recreation Department if players are not attending practices before any disciplinary action can be taken.
5. Recreation department must approve in advance any scheduled practice games with teams not in your league.
6. Only 4 adults are allowed in the confines of the dugout.
7. Coaches and assistant coaches may not leave the dugout or bench area, except to coach bases, confer with the umpire, or talk to the players on their team during a time out. Adult coaches or team players may be used in the coach's boxes. If you use team players as base coaches, she must wear a helmet equipped with a face shield.

8. Only one (1) coach may confer with the umpire.
9. A team may start with a minimum of 8 players. In case of emergency, they may continue with less than 8 with the approval of the Recreation Department staff. (The empty spot in the batting order is not an automatic out).
10. NO INFIELD PRACTICE BEFORE GAMES.
11. Line-ups must be turned in to the official scorekeeper 10 minutes prior to game time with full names, numbers & position.
12. The bat person must be an approved and insured member of the team.
13. Offensive conferences are limited to one (1) per inning.
14. Courtesy runners are mandatory in all Softball leagues for the catcher when there are two outs, and are allowed in all divisions in case of an injury.
15. The attitude and discipline of each team is the responsibility of the coach.
16. Any player, coach or spectator acting in an unsportsmanlike manner shall be asked to leave the program and is subject to disciplinary action. **Chanting and cheering will only be allowed if it is directed to the players of your own team. At no point will derogatory comments be allowed toward opposing batters, fielders or pitchers.**
17. The use of tobacco products by players, coaches and umpires on the playing field (including dugouts) is prohibited.
18. The infield fly rule is **NOT** in effect for Pitching Machine and Live Pitch. It **IS** in effect in Midget & Junior leagues.
19. Third strike foul is **NOT** in effect.
20. Any player may reenter in case of injury, emergency or ejection.
21. In case of disciplinary problems, it is the coaches' responsibility to notify the Augusta Recreation & Parks Department staff by 5:00pm on game day if there is a problem. The Recreation Department must clear all disciplinary action.

Conduct:

1. Unsportsmanlike conduct will not be tolerated by the Recreation Department. **Any coach or player who is ejected from a game will sit out the remainder of that game. Also the coach or player ejected will be suspended for their team's next game.**
2. **Good sportsmanship is expected at all times by all players, coaches, and spectators. Foul or abusive language of any kind will be subject to immediate dismissal from the facility and possible dismissal from the program. The Recreation Department promotes sportsmanship, and a fun and learning experience for all participants in our leagues.**
3. Any coach, player, or team follower acting in an unsportsmanlike manner or in a way that could prove detrimental to the program will be subject to disciplinary action by the Recreation Department. Any of the aforesaid persons who touch an official, staff, coach, or participant in anger or threatens bodily harm, will be banned from the program and the facility.

Note: Each coach is responsible for covering these rules with their players and parents.

Special Notes:

1. The Recreation Department reserves the right to act upon any matter not covered in any rules printed.
2. The Recreation Department has the authority to make changes at any time for the best interest of the program.
3. The Recreation Department has the authority to remove any coach, player or spectator at any time for breaking regulations.
4. The Recreation Department has the authority to suspend play, end, or forfeit games, due to rule infractions or the behavior of coaches, players, and spectators.

Blood Rule:

A player, coach or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left up to the umpire's judgment. Uniform rule violations will not be enforced if a change is required. The umpire shall:

1. Stop the game and allow treatment if the injured player would affect the continuation of the game.
2. Immediately call a coach, trainer or other authorized person to the injured player.
3. Apply the rules of the game regarding substitutions, short hand rule and re-entry if necessary.

Participation Policy

All athletic programs for youth offered through the Augusta Recreation & Parks Department are governed by a Participation Policy which states all team members must be allowed to actively participate a designated amount of time each game. Parents who experience problems with coaches not abiding by this policy are asked to notify the Recreation Department.

Each coach is responsible for making sure that each participant starts every other game. (Example: If a player entered as a substitute in game 1, then she will start game 2.)

Special Requests:

Special requests for league changes will be considered and ruled on by the Recreation Department prior to the start of each sport. Any questions about the program should be directed to the Athletic Coordinator in your area.

Division Tie-Breakers:

In case of a tie between two teams in the same division at the end of the regular season, the first tie-breaker will be based on a head-to-head basis. The team with the most head-to-head wins between the two teams will be declared the champion. If teams are equal in head-to-head competition, a one game playoff will be scheduled by the athletic staff to determine the champion.

In case of a tie between three teams in the same division at the end of the regular season, each team will draw a number (1,2,3) to determine which team will receive the bye. The team drawing number 1 will receive the bye and the teams drawing numbers 2 and 3 will play each other. The winner of that game will play team number 1 to determine the division champion.

ALL STAR ELIGIBILITY:

1. **Only those players that live full time in Richmond County will be eligible for all star participation. Residents who live out of Richmond County will be ineligible to participate on any all star team.** ANY PARTICIPANT IN THE JUNIOR GIRLS AGE GROUP WHO TURNS 15 PRIOR TO JANUARY 1, 2011 WILL BE INELIGIBLE FOR ALL STARS.

ATHLETIC COORDINATORS**East Augusta**

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Tammy Branham 706-821-2801**South Augusta**Donnell Conley 706-796-5047
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